Character Name | Player

Class | Species | Character Level | Class Level

Age | Gender | Height | Weight | Eyes | Hair | Skin

STAR WARS ROLEPLAYING GAME d20 system

CHARACTER RECORD SHEETS

	Score	Modifier	[Temp] Score	[Temp] Mod
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

VITALITY Total: ____ Current: ____

DEFENSE Total: ____ = 10 + Class Bonus ____ or (Equip Bonus) ____ + Dex Mod ____ + Size Mod ____ + Misc Bonus ____ − Armor Check Penalty ____

WOUNDS Total: ____ Current: ____ Vitality Die: ____

SPEED ____

Base Attack Bonus ____

INITIATIVE Modifier ____ = Dex Bonus ____ + Misc Bonus ____

REPUTATION ____

FORCE POINTS ____

Light Side/Dark Side Dice ____ / ____

Dark Side Points ____

Saving Throws

	Total	Base Save	Ability Mod	Misc Mod
FORTITUDE [Constitution]				
REFLEX [Dexterity]				
WILL [Wisdom]				

	Total	Base	STR Mod	Size Mod	Misc Mod
MELEE Attack Bonus					

	Total	Base	DEX Mod	Size Mod	Misc Mod
RANGED Attack Bonus					

WEAPON

	Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

WEAPON

	Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

WEAPON

	Total Attack Bonus	Damage	Critical

Range	Weight	Type	Size	Special Properties

Armor /Protective Item

	Type	Armor Bonus	Max Dex Bonus

Check Penalty	Speed	Weight	Size	Special Properties

SKILLS MAX RANKS /

Cross Class	Skill Name	Key Ability	Ability Mod	Ranks	Misc Mod	Skill Mod
	Appraise #	INT				
	Astrogate	INT				
	Bluff #	CHA				
	Climb #	STR*				
	Computer Use #	INT				
	Craft # ____	INT				
	Demolition	INT				
	Diplomacy #	CHA				
	Disable Device	INT				
	Disguise #	CHA				
	Entertain # ____	CHA				
	Escape Artist #	DEX*				
	Forgery #	INT				
	Gather Information #	CHA				
	Handle Animal	CHA				
	Hide #	DEX*				
	Intimidate #	CHA				
	Jump #	STR*				
	Knowledge ____	INT				
	Knowledge ____	INT				
	Listen #	WIS				
	Move Silently #	DEX*				
	Pilot #	DEX				
	Profession ____	WIS				
	Read/Write Langauge	None				
	Read/Write Langauge	None				
	Repair	INT				
	Ride #	DEX				
	Search #	INT				
	Sense Motive #	WIS				
	Slight of Hand	DEX*				
	Speak Language	None				
	Speak Langauge	None				
	Spot #	WIS				
	Survival #	WIS				
	Swim #	STR				
	Treat Injury #	WIS				
	Tumble	DEX*				

Skills marked # can be used untrained (0 skill ranks). * Armor check penalty, if any, applies.

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Campaign

Experience Points

GEAR

Item	WT.	Iterm	WT.
		Total Weight Carried	

CREDITS

LANGUAGES

Check box if character is also literate in the language

FORCE FEATS

- Alter
  - Force Lightning
  - Force Whirlwind
  - Throw Lightsaber
- Control
  - Burst of Speed
    - Knight Speed
    - Master Speed
  - Dissipate Energy
- Lightsaber Defense
  - Knight Defense
  - Master Defense
- Prolong Force
- Force Mastery
  - High Force Mastery
- Sense
  - Deflects Blasters
  - Force Mind
    - Knight Mind
    - Master Mind

Character Illustration

FEATS/SPECIAL ABILITIES

- Acrobatics
- Alertness
- Ambidexterity
- Animal Affinity
- Armor Proficiency (Light)
  - Armor Proficiency (Medium)
    - Armor Proficiency (Heavy)
    - Armor Proficiency (Powered)
- Athletic
- Blind-Fight
- Cautious
- Dodge
  - Mobility
    - Spring Attack
      - Whirlwind Attack
- Endurance
- Exotic Weapon Proficiency
- Expertise
- Fame
- Force-Sensitive
- Frightful Appearance
- Gearhead
- Great Fortitude
- Heroic Surge
- Improved Initiative
- Infamy
- Iron Will
- Lightning Reflexes
- Low Profile
- Martial Artist
- Mimic
- Nimble
- Persuasive
- Point Blank Shot
  - Far Shot
  - Precise Shot
  - Rapid Shot
    - Multishot
  - Shot on the Run
- Power Attack
  - Cleave
    - Great Cleave
- Quick Draw
- Quickness
- Run
- Skill Emphasis
- Skill Emphasis
- Sharp-Eyed
- Spacer
- Starship Dodge
- Starship Operation
- Starship Operation
- Stealthy
- Toughness
- Track
- Trustworthy
- Two-Weapon Fighting
  - Improved Two-Weapon Fighting
- Weapon Finesse
- Weapon Finesse
- Weapon Focus
- Weapon Focus
- Weapon Group
- Weapon Group
- Weapon Group
- Weapon Group
- Weapon Group
- Zero-G Combat

FORCE SKILLS

MAX RANKS /

Cross Class	Skill Name	Feat	Key Ability	Ability Mod		Ranks		Misc Mod		Skill Mod
	Affect Mind	Alter	CHA		+		+		=	
	Battlemind	Control	CON		+		+		=	
	Empathy #	Force	WIS		+		+		=	
	Enhance Ability	Force	CON		+		+		=	
	Enhance Senses	Sense	WIS		+		+		=	
	Farseeing	Sense	WIS		+		+		=	
	Fear # †	Sense	WIS		+		+		=	
	Force Defense #	Control	CON		+		+		=	
	Force Grip # †	Alter	INT		+		+		=	
	Force Push	Alter	INT		+		+		=	
	Force Stealth #	Control	CON		+		+		=	
	Friendship	Force	CHA		+		+		=	
	Heal Another #	Alter	WIS		+		+		=	
	Heal Self #	Control	CON		+		+		=	
	Move Object #	Alter	INT		+		+		=	
	See Force #	Sense	WIS		+		+		=	
	Telepathy	Sense	WIS		+		+		=	
					+		+		=	
					+		+		=	
					+		+		=	
					+		+		=	

Skills marked # can be used untrained (0 skill ranks). † Use of this skill earns a Dark Side point.

NOTES

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